

MILA MARQUES

AI CREATIVE TECHNOLOGIST / AI FILMMAKING & ART DIRECTION

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PROFILE

AI creative technologist and designer working across filmmaking, art direction, motion concepts, and creative workflows. At Le Truc / Publicis, create AI video and campaign visuals for client pitches, contributing to two winning pitches in my first three months. Build adaptable Runway workflows to turn creative ideas into finished work.

EXPERIENCE

LE TRUC / PUBLICIS NORTH AMERICA | AI Creative Technologist | New York | Jul 2026–Present

- Created AI videos and typographic treatments for brand pitches; contributed to two winning client pitches within my first three months.
- Develop motion concepts and influencer-style video ideas; shape composition, camera movement, pacing, and visual continuity from keyframes through final AI video.
- Build and reuse Runway workflows tailored to different briefs; work with ComfyUI and test GPT Image, Seedance, Kling, and MiniMax for controlled visual output.
- Collaborate with creative directors and producers on concepts, revisions, and delivery; build websites with Claude Code and prototype interactive experiences.

PUBLICIS LUXE | Art Direction Intern, Lancôme | Paris | Sep 2024–Mar 2025

- Supported campaign concept development and art direction for Lancôme Lash Idôle Curl Goddess featuring Olivia Rodrigo and Teint Idole Ultra Wear Flex.
- Developed visual research, luxury AI imagery, layouts, motion concepts, and retail design explorations for campaign presentations.

LOCI | Freelance AI Video Designer | 2026

- Created a small set of AI-generated videos for a privacy-focused, on-device AI assistant, exploring visual concepts and motion.

GAMELOFT | Design Intern | Paris | Summer 2023

- Designed and iterated characters, environments, and visual assets for game development.

SKILLS & TOOLS

Creative • AI video production, art direction, typography, motion concepts, storyboarding, cinematic keyframes, creative prototyping

Tools • Runway, ComfyUI, GPT Image, Seedance, Kling, MiniMax, Claude Code, Photoshop, Illustrator, InDesign, Figma

EDUCATION & ADDITIONAL

University of California, Santa Cruz | BA, Art & Design: Games and Playable Media | 2026

Parsons School of Design Paris / The New School | Strategic Design and Management | Summer 2021

Fluent in English and French • US and EU citizenship • No sponsorship required